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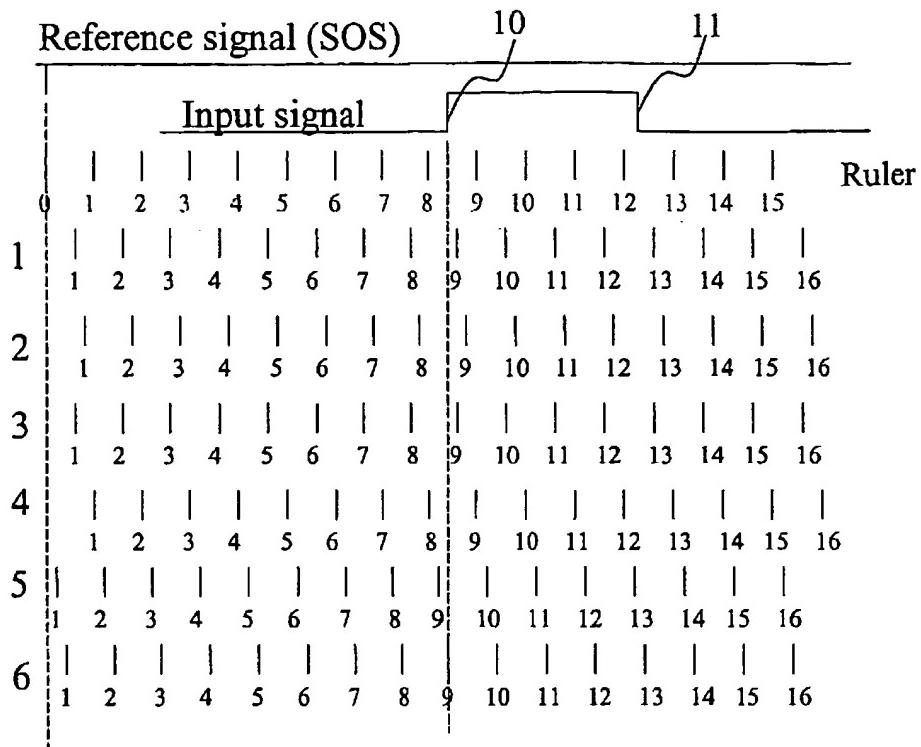


Fig. 1

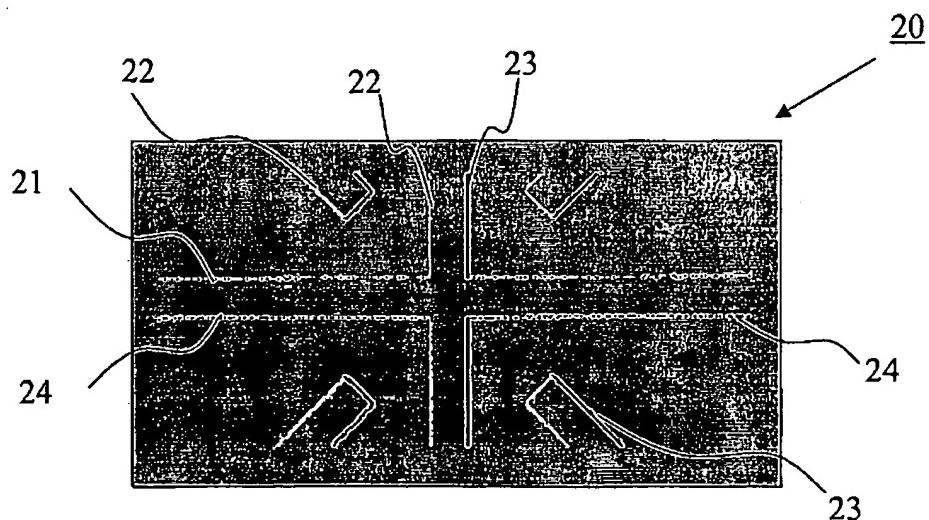


Fig. 2

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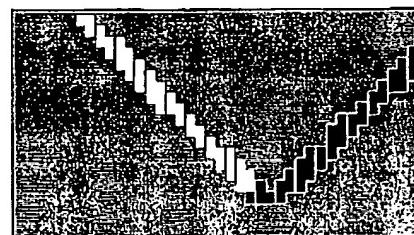


Fig. 3

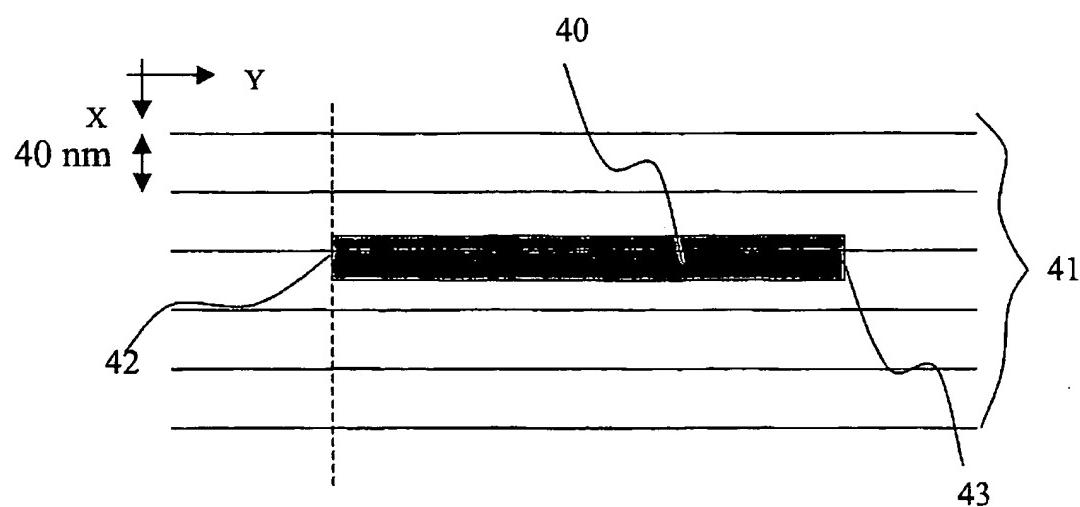


Fig. 4

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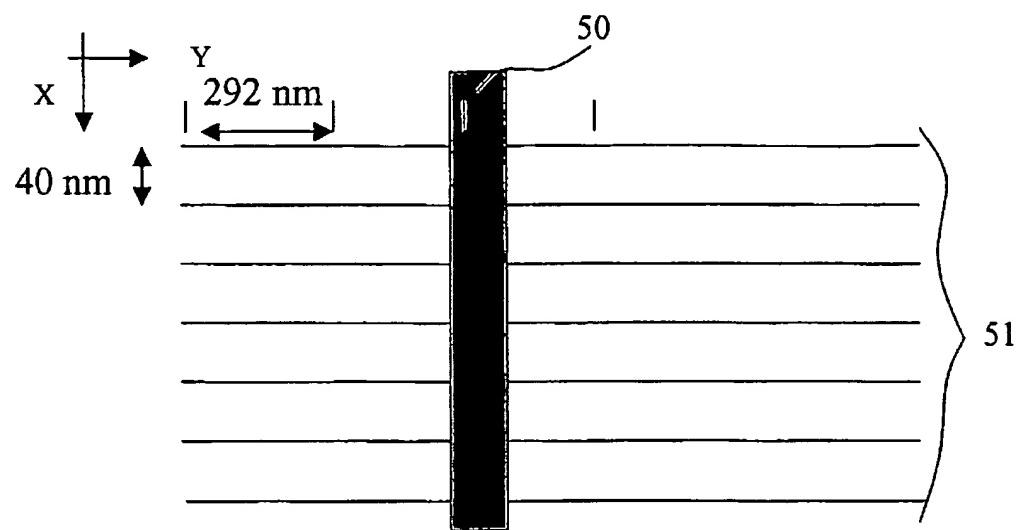


Fig. 5

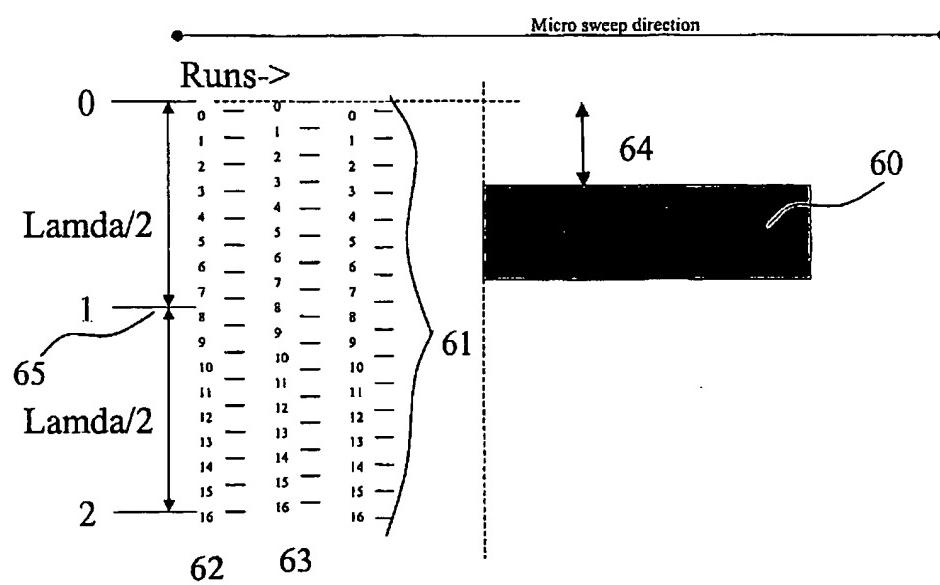


Fig. 6

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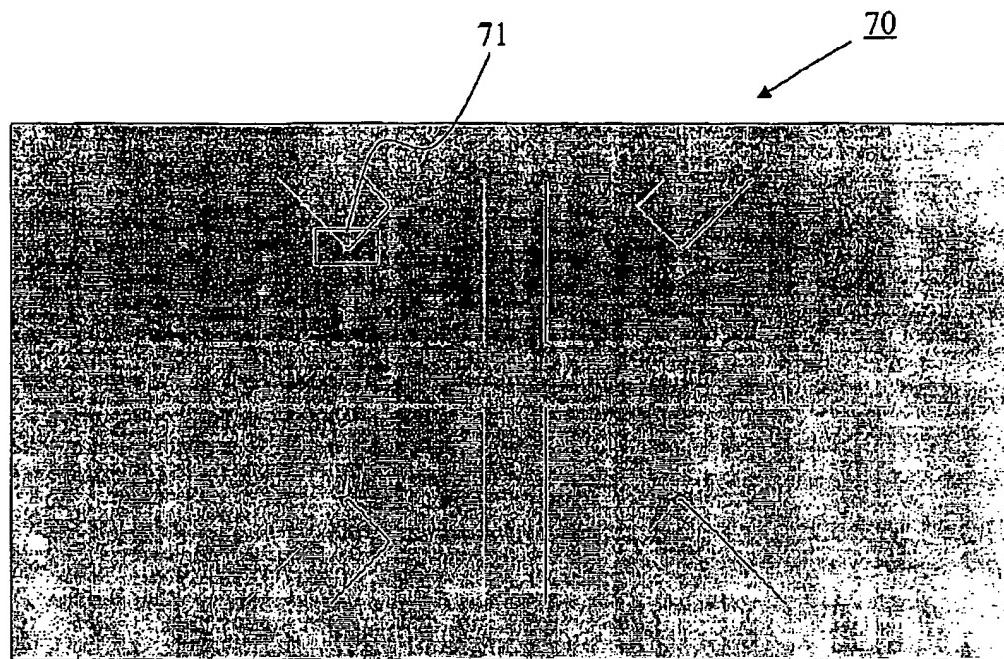


Fig. 7

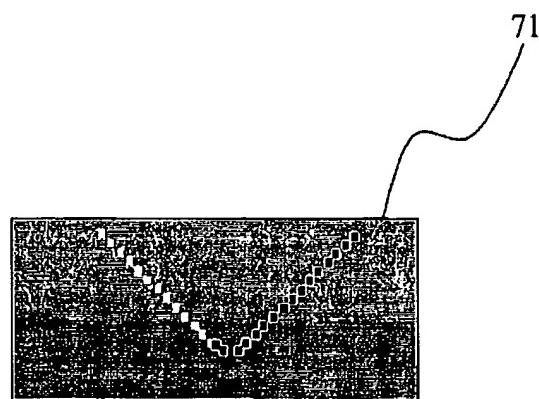
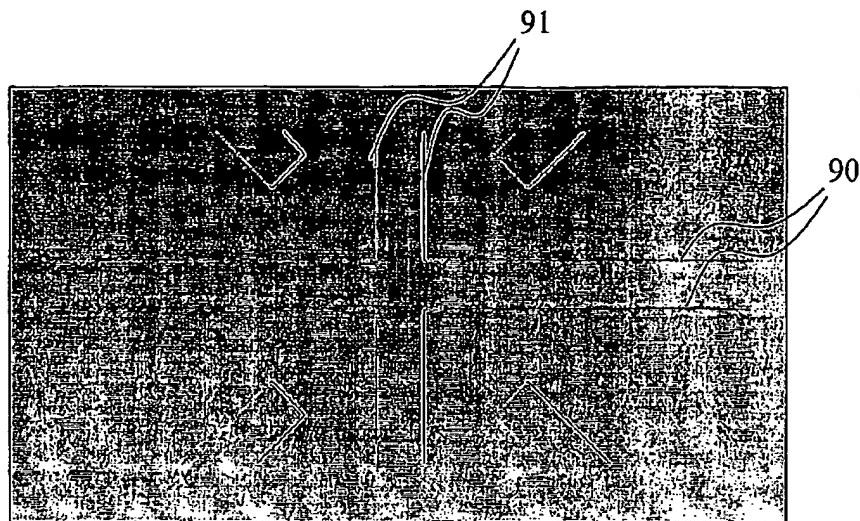
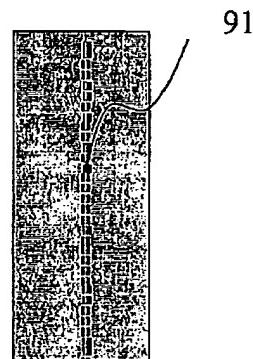
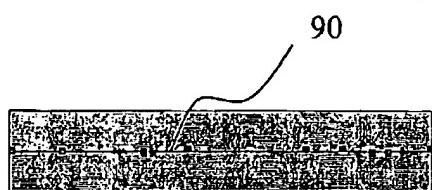
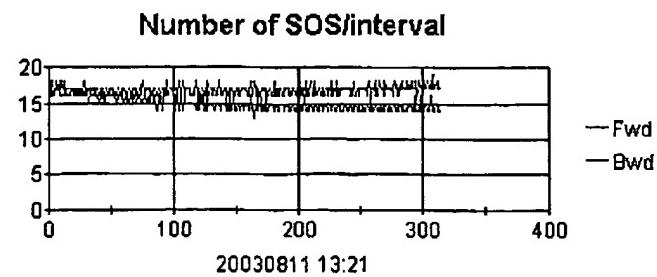


Fig. 8

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**Fig. 9****Fig. 10a****Fig. 10b****Fig. 11****BEST AVAILABLE COPY**

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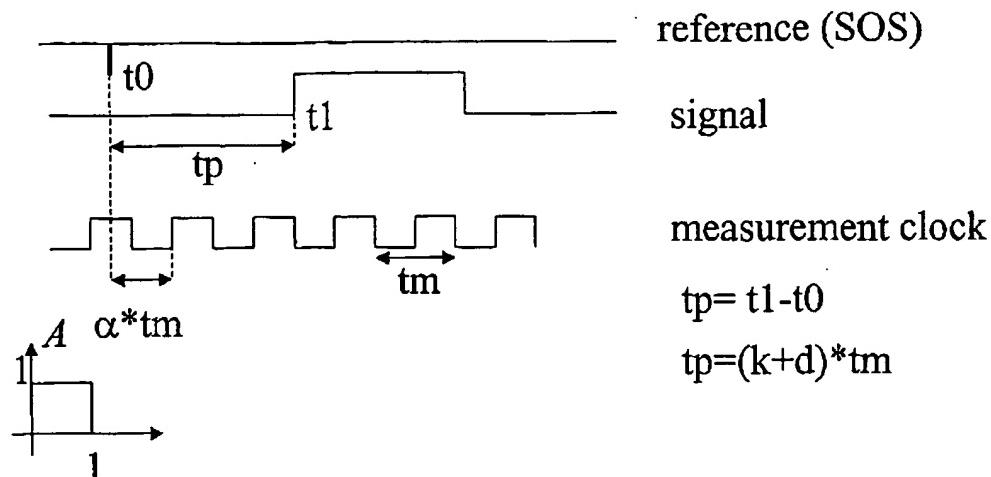
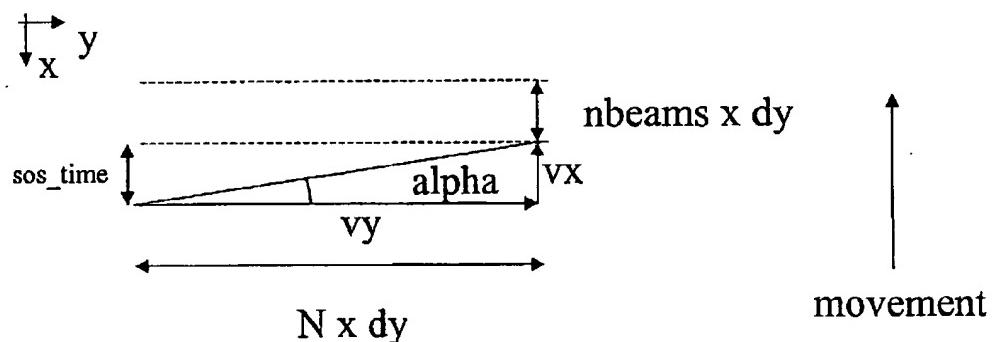


Fig. 12



$$vx = nbeams * dy / sos_time \text{ [um/usec]}$$

$$vy = dy / pixel_clock_time \text{ [um/usec]}$$

$$sos_time = N * pixel_clock_time \text{ [usec]}$$

Fig. 13

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